

Muzahir Abbas

Unreal Engine Technical Artist (AI-Enhanced)

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Unreal Engine Technical Artist specializing in enhancing creative pipelines with AI and automation. Proven expertise in developing custom generative AI workflows, procedural systems, and performance-optimized shaders that accelerate asset creation and improve rendering efficiency. Adept at bridging artistic vision and technical execution to deliver high-fidelity, real-time cinematics and interactive experiences.

Education

National University of Sciences and Technology (NUST)

09/2015 - 06/2020

Bachelor of Science - BS, Computer Science

Work Experience

Creative Technology Lead (AI & Automation)

04/2024 - Present

SparKE Production — Islamabad, Pakistan

- Pioneered an AI-first production model by integrating generative AI into 2D/3D asset creation, reducing asset generation time by over 50%.
- Designed and deployed automated rendering and digital asset management systems, eliminating key pipeline bottlenecks and improving team productivity by an estimated 30%.

Lead Technical Artist & Co-Founder

01/2021 - Present

SparKE Production — Islamabad, Pakistan

- Engineered and optimized Unreal Engine 5 pipelines for cinematics and real-time content, improving rendering performance across 5+ major projects.
- Directed technical art teams in creating custom tools, procedural environment systems, and advanced character rigs, enhancing both visual quality and workflow efficiency.

Unreal 3D Tech Artist

10/2022 - 01/2023

MovingStone Digital — Islamabad, Pakistan

- Developed custom shaders, character rigs, and optimized level designs for three distinct metaverse projects including Youtopia and AthenX in Unreal Engine.
- Managed the technical art pipeline for real-time environments, successfully balancing high visual fidelity with stringent performance targets for VR and desktop platforms.

3D Tech Artist & Generalist

01/2021 - 04/2021

My Avatar Nation — Pakistan

- Architected a scalable pipeline for modular avatars and clothing using Blender, Clo3D, and Unreal Engine, supporting a library of over 100 customizable components.
- Authored optimized materials and shaders for a large-scale futuristic metaverse city, ensuring stable performance in a content-rich, persistent online environment.

Certifications

Epic Games Game Design Professional Certification — Epic Games (2025)

Generative AI Automation Specialization — Vanderbilt University (2025)

AI Agent Developer — Vanderbilt University (2025)

Essential Skills in Generative AI for Creatives — Adobe (2025)

Google IT Automation with Python — Google (2025)

Projects

AI-Powered Cinematographic Shot Generator

Developed a full-stack generative AI tool that translates narrative text into continuity-aware shot lists and visual prompts, significantly accelerating pre-production.

"Fall of Lucifer" Book Trailer (Unreal Engine)

Produced a cinematic trailer in Unreal Engine, demonstrating end-to-end expertise in character animation, volumetric effects, and Sequencer-driven storytelling.

"Fashion AR" Demo (Unreal Engine)

Created a proof-of-concept AR application for virtual garment try-ons, developing mobile-optimized cloth shaders and a high-fidelity asset pipeline in Unreal Engine.

SG Avatars for Metaverse

Designed and implemented a robust pipeline for creating and optimizing modular, performance-focused avatars and clothing for a large-scale metaverse project in Unreal Engine.

"Alien Race" Game Characters

Designed, sculpted, and rigged a complete set of 24 unique, production-ready 3D alien characters, establishing a distinct visual identity for an unannounced game.

Youtopia - Metaverse Platform (Unreal Engine)

Contributed to building an interactive metaverse city, focusing on optimizing the technical art pipeline for environments and avatar systems to support a large user base.

Skills

Engines & DCC

Unreal Engine 5 • Blender • Substance Painter • ZBrush • Character Creator • Marvelous Designer

AI & Automation

Generative AI (GPT/Gemini) • Python • AI Agents • Pipeline Automation • Docker

Programming & Core Tech

C++ • Blueprints • JavaScript • React • Node.js • Google Cloud

Languages

English (Fluent) • German (Beginner)